6.v.	The simulator must provide visual effects for: (1) Light poles; (2) Raised edge lights as appropriate; and (3) Glow associated with approach lights in low visibility before physical lights are seen,			**X**	**X**	Visual effects for light poles and raised edge lights are for the purpose of providing additional depth perception during takeoff, landing, and taxi training tasks. Three dimensional modeling of the actual poles and stanchions is not required.
7. Sound System.						
7.a.	The simulator must provide flight deck sounds that result from pilot actions that correspond to those that occur in the airplane.	**X**	**X**	**X**	**X**	
7.b.	The volume control must have an indication of sound level setting which meets all qualification requirements.	**X**	**X**	**X**	**X**	For Level D simulators, this indication should be readily available to the instructor on or about the IOS and is the sound level setting required to meet the objective testing requirements as described in Table A2A of this Appendix. For all other simulator levels, this indication is the sound level setting as evaluated during the simulator's initial evaluation.
7.c.	The simulator must accurately simulate the sound of precipitation, windshield wipers, and other significant airplane noises perceptible to the pilot during normal and abnormal operations, and include the sound of a crash (when the simulator is landed in an unusual attitude or in excess of the structural gear limitations); normal engine and thrust reversal sounds; and the sounds of flap,			**X**	**X**	For simulators qualified for full stall training tasks, sounds associated with stall buffet should be replicated if significant in the airplane.